



# Stage 1: Standards



**Round Count:** 18

**Target Distance:** 7 yards

**Targets Required:** 3x Threat Targets

**Props Required:** 1x Barricade

**Scoring Method:** Limited Vickers

**Starting Position:** Standing facing down range at position P1, hands relaxed at sides.

**Start Signal:** Audible

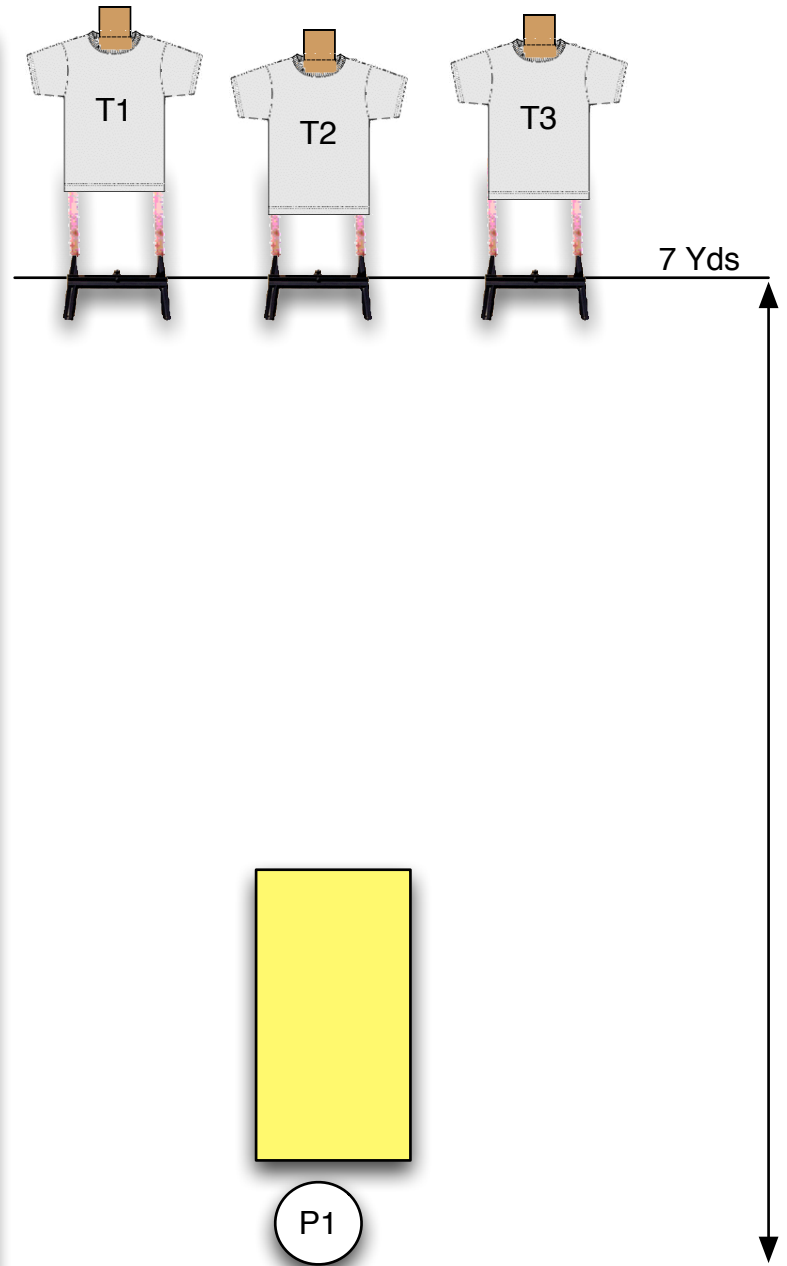
**Stop Signal:** Last Round Fired.

**Scenario:** None.

**Concealment Garment:** Not Required

**Procedure:** On the start signal, draw and engage T1 or T3 with 6 rounds (2 to the head, 4 to the body) from one side of the barricade. Perform a reload with retention, engage T1 or T3 (whichever has not yet been engaged) from the opposite side of the barricade with 6 rounds (2 to the head, 4 to the body). Perform a reload with retention and engage T2 from the same side of the barricade as you started from with 6 rounds (2 to the head, 4 to the body).

**Scoring:** Each Threat requires 2 head hits and 4 body hits.



**Notes:** Target heights should vary. Targets should be 2 yards apart.

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# Stage 2: Kidnapping



**Round Count:** 12

**Target Distance:** 3-10 yards

**Targets Required:** 3x Threat Targets, 1x Popper, 1x Drop-Turner

**Props Required:** 1x Non-Threat

**Scoring Method:** Vickers

**Starting Position:** Standing facing down range at position P1, hands relaxed at sides.

**Start Signal:** Audible

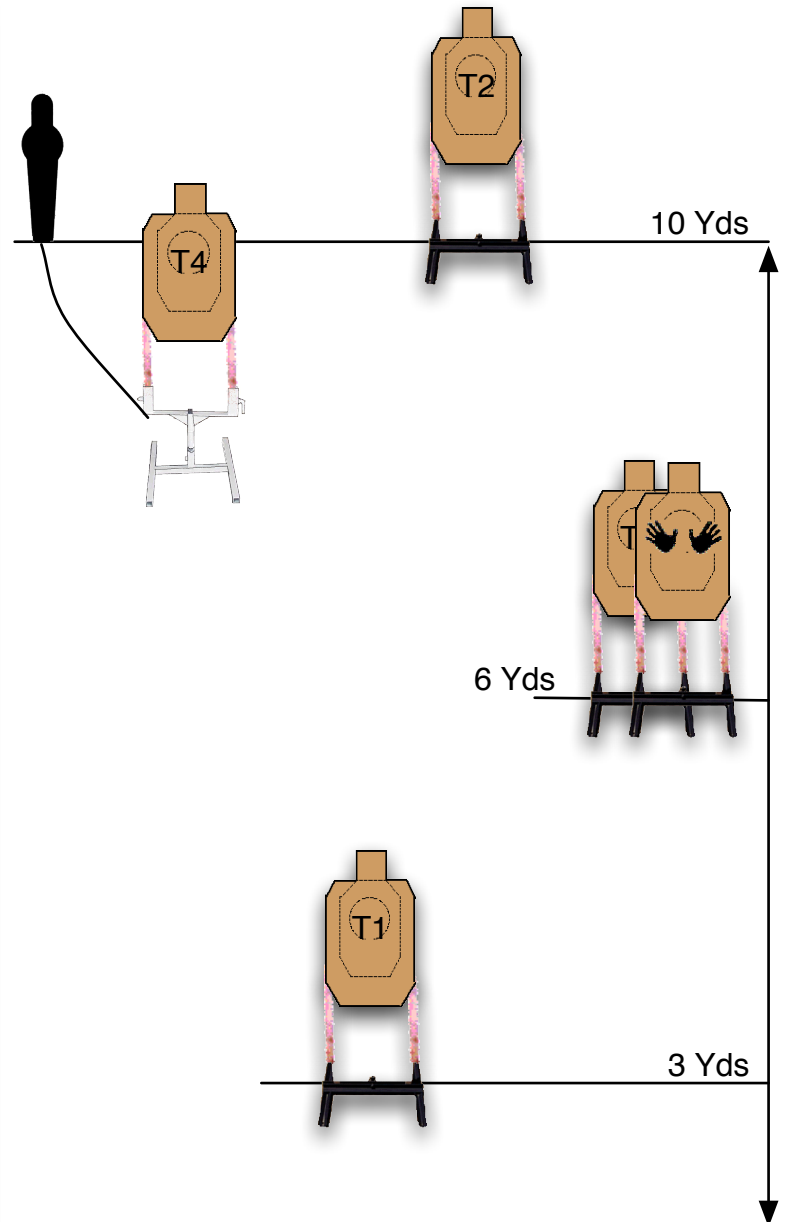
**Stop Signal:** Last Shot Fired

**Scenario:** A group of armed men is in the middle of kidnapping your spouse. They caught you off guard at first, but since you're armed, you're able to fight back. Engage all the threats and save your spouse!

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T3 with two rounds to the body and one to the head. Engage the Popper until down, and then T4 with two rounds.

**Scoring:** T1 through T3 must have three hits- one to the head and two to the body. T4 must have two hits. All steel must fall.



P1

**Notes:** Target heights should vary, and set so that shoot-throughs are not likely. T4 should be located at whatever distance the activator allows from PP1.

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# Stage 3: Carjacking



**Round Count:** 15

**Target Distance:** 3-?? yards

**Targets Required:** 6x Threat Targets, 1x Popper, 1x Drop-Turner

**Props Required:** 1x Chair, 1x Barrel, 1x Barricade

**Scoring Method:** Vickers

**Starting Position:** Sitting at position P1, hands in lap.

**Start Signal:** Audible

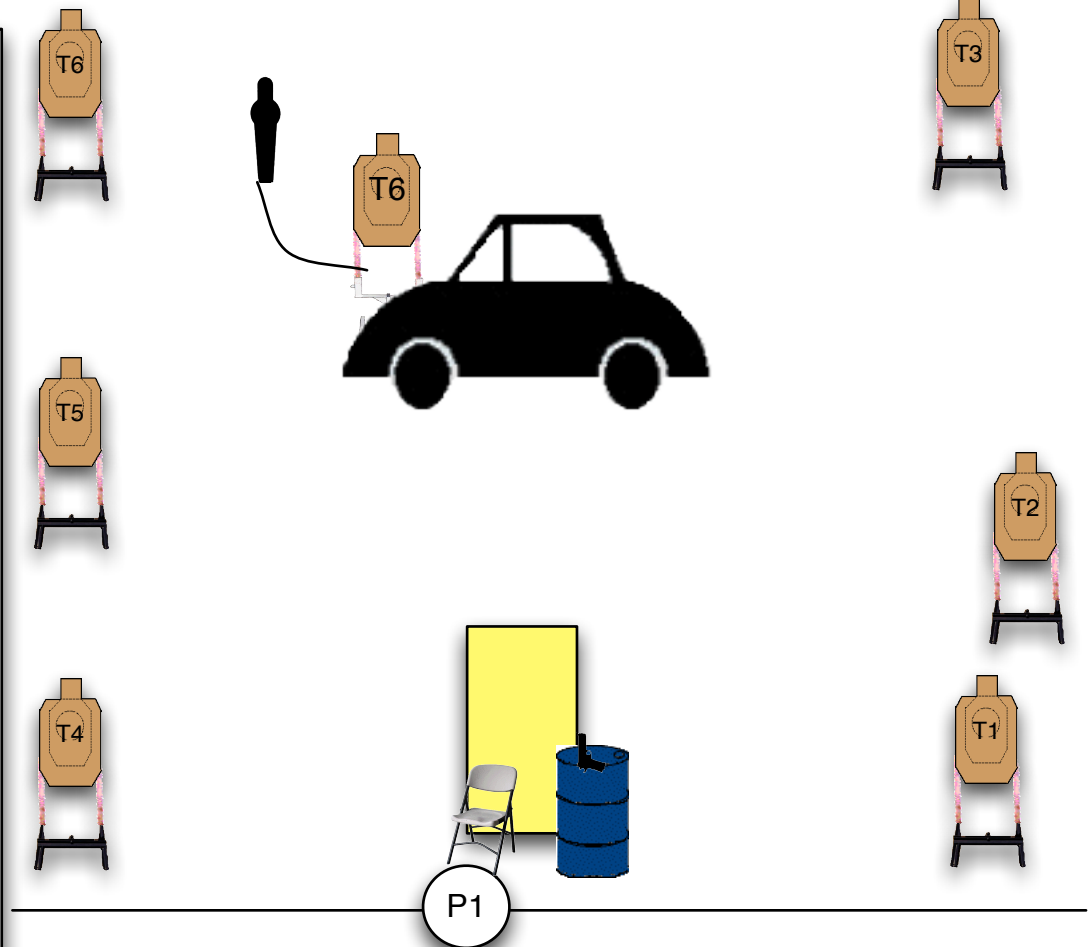
**Stop Signal:** Last Shot Fired

**Scenario:** You're in your car taking a short cut through a bad part of town, when another car cuts in front of you and stops. All of a sudden, a bunch of Bad Guys pile out and rush you. You retrieve your handgun from the glove compartment and defend yourself!

**Concealment Garment:** Not Required

**Procedure:** On the start signal, retrieve your loaded handgun from the IDPA box on the table. Engage T1 through T3 first, then engage remaining threats. Shooter must stay seated during stage.

**Scoring:** All threats must have two hits. All steel must fall.



**Notes:** Target heights should vary. T1 and T4 should be approximately 180 degrees apart. Handgun starts in IDPA box, but spare ammunition should be on Shooter's belt, as normal. Popper T6, and T3 should be at back of bay, with other targets located appropriately.



# Stage 4: Camp Attack



**Round Count:** 12

**Target Distance:** 3-9 yards

**Targets Required:** 2x Threat Targets, 3x "Dog" Targets

**Props Required:** 1x Chair

**Scoring Method:** Vickers Count

**Starting Position:** Seated in the chair at P1.

**Start Signal:** Audible

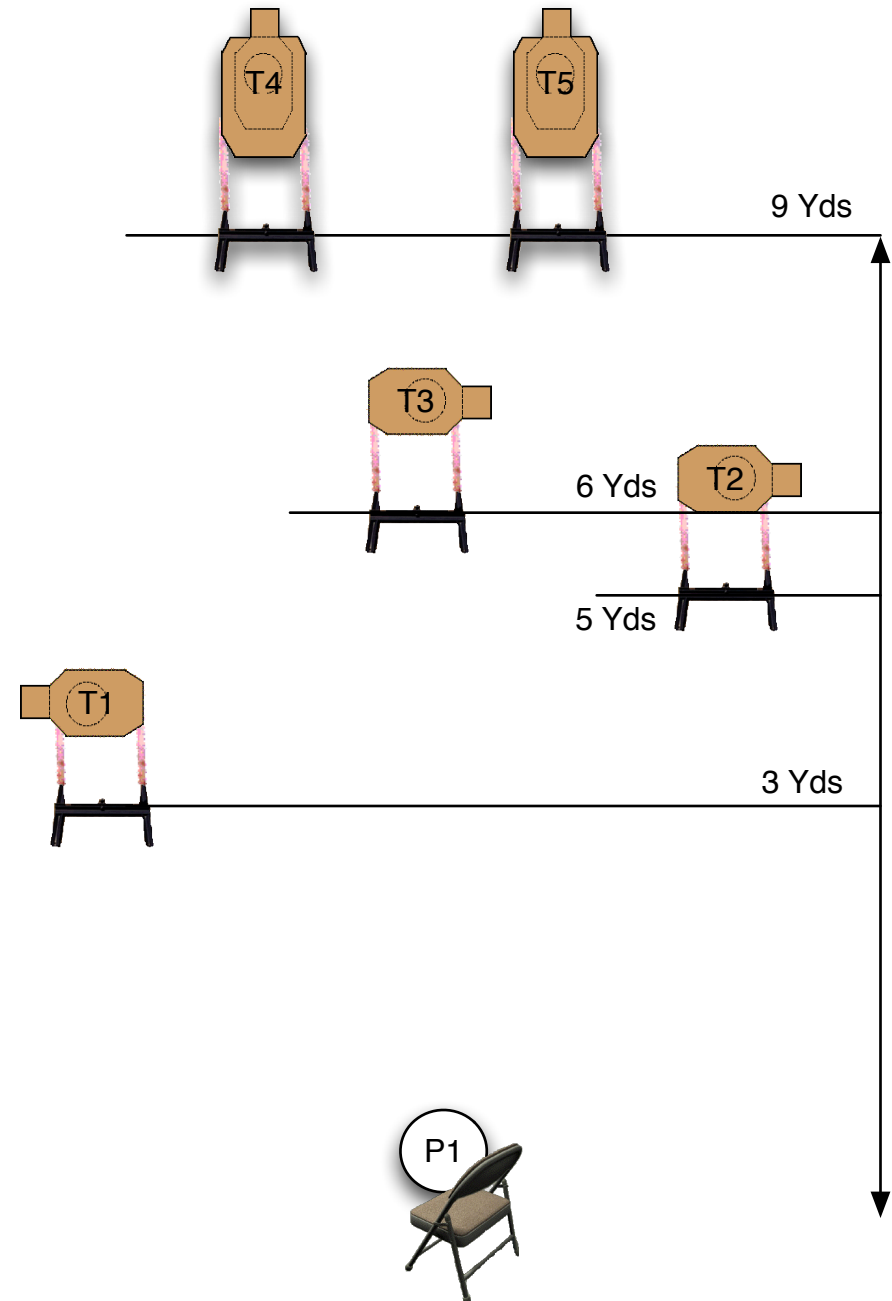
**Stop Signal:** Last shot fired.

**Scenario:** You're sitting down enjoying a camp fire after a day of hiking, when you're attacked by a couple of armed men and their dogs. They think you're encroaching on their marijuana growing operation and have decided to eliminate you as a witness.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 through T5 in Tactical Sequence.

**Scoring:** T1 through T3 must have two hits. T4 and T5 must have 3 hits, at least one of which must be a head shot.



**Notes:** Target heights should vary. Targets should be placed so that shoot-throughs are not likely.



# Stage 5: Unwelcome Surprise



**Round Count:** 17

**Target Distance:** 8-15 yds

**Targets Required:** 7 threats, 1 drop-turner, 1 popper

**Props Required:** 2 non-threats, 4 wall sections (2 with windows, 2 solid)

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1

**Start Signal:** Audible

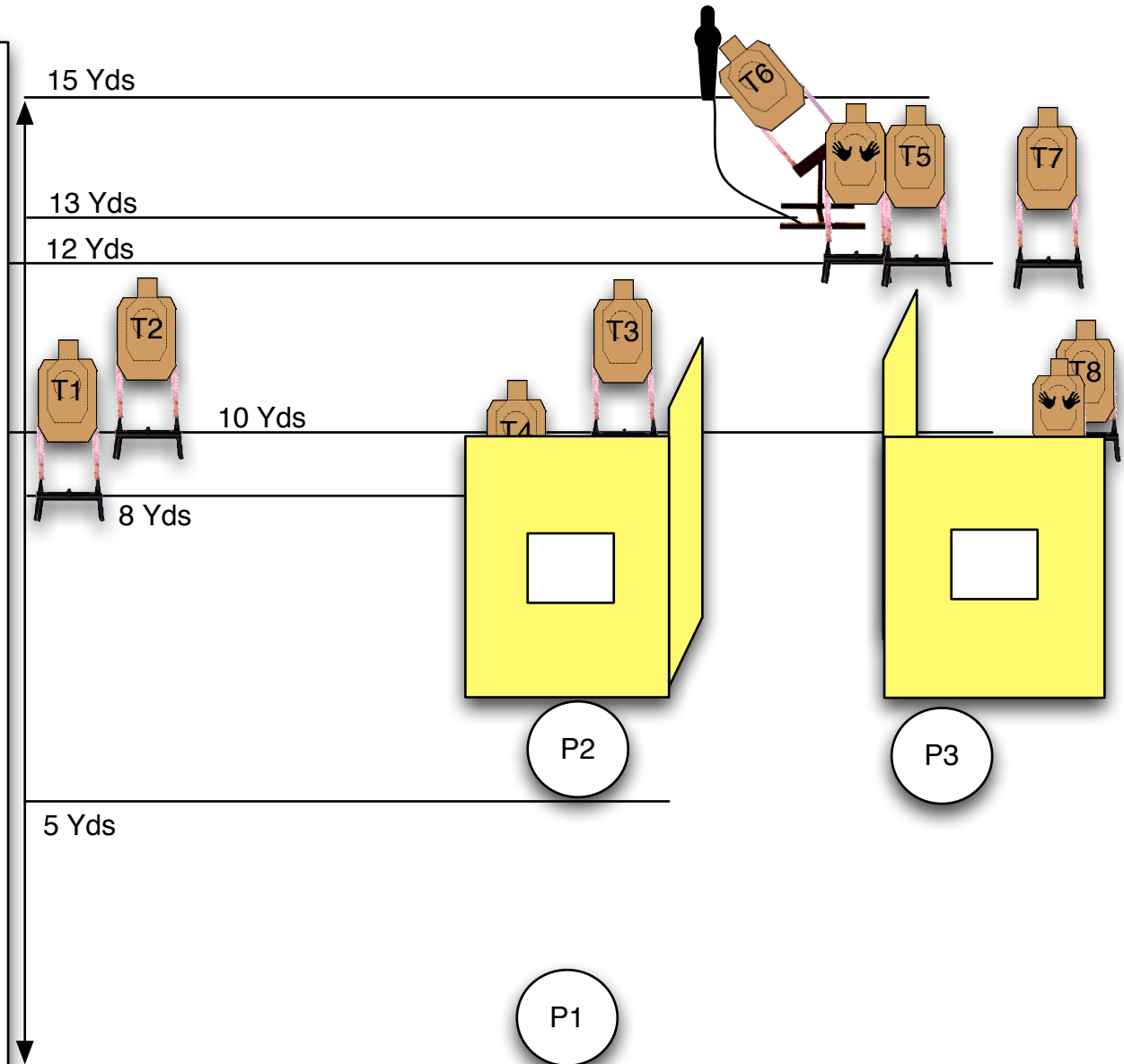
**Stop Signal:** Last Shot Fired

**Scenario:** You come home from work to discover your home overrun by gangbangers and your family taken hostage. You have to save them!

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage targets T1 and T2 while moving to position P2. Once at P2, engage targets T3 through T6 and the popper. Finally, move to P3 and engage T7 through T8.

**Scoring:** T1 through T8 should have 2 hits each. All steel must fall.



**Notes:** Target heights should vary somewhat. T8 should be roughly 1/4 concealed by the non-threat. T6 should be about 1/2 concealed by the non-threat when it stops swinging. Shooter can use either side at P2 for cover when engaging T5, T6 and the popper.



# Stage 6 - Warehouse Rats



**Round Count:** 15

**Target Distance:** 5-12 yards

**Targets Required:** 5x Threat Targets, 1x Popper,  
2x Drop-Turners

**Props Required:** 6x Barricades, 2x Barrels

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1 or P3, hands relaxed at sides.

**Start Signal:** Audible

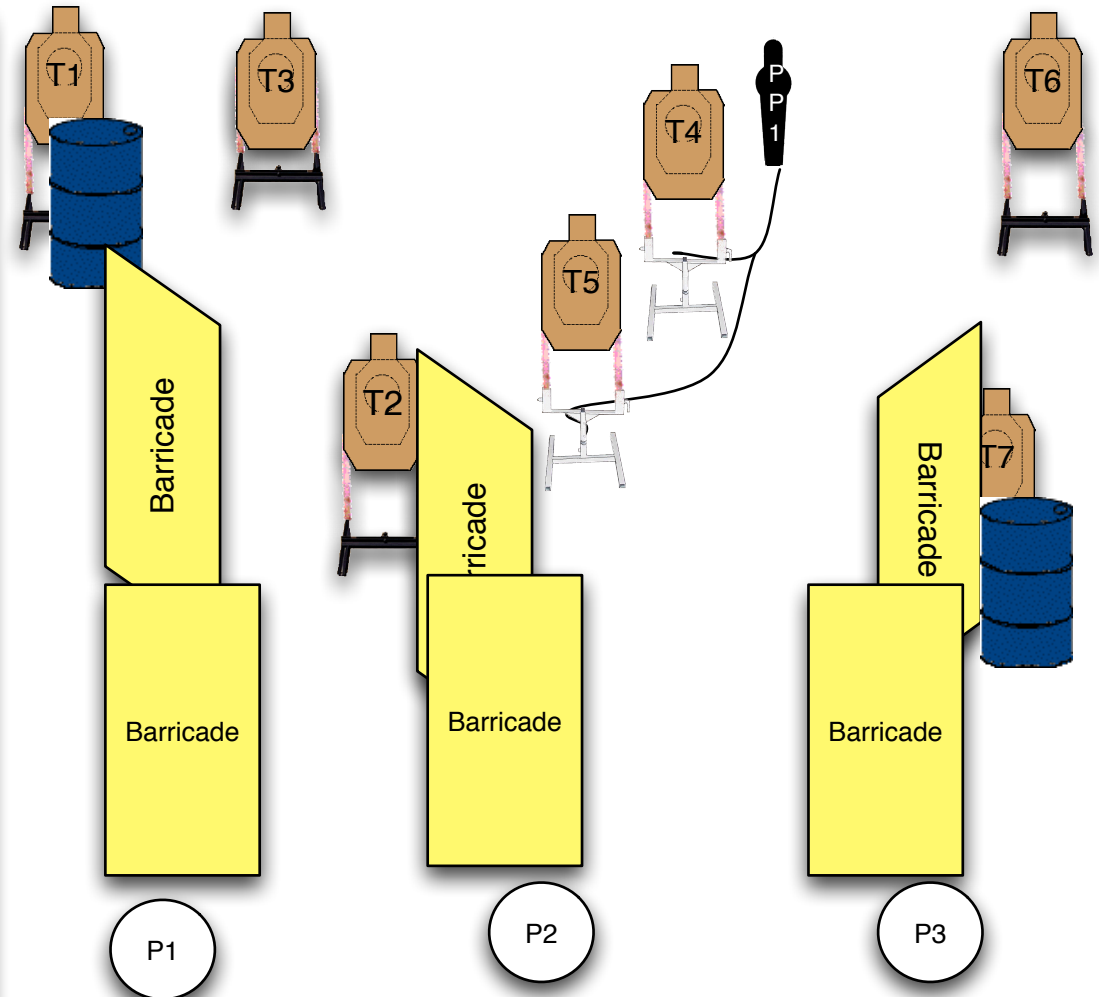
**Stop Signal:** Last Shot Fired

**Scenario:** You are on your rounds as a security guard at the local electronics warehouse, when you discover a group of armed robbers looting the place. They see you and draw weapons, so you are forced to defend yourself.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage all threats visible from the starting position. Move to P2 and engage all threats visible from P2. Finally, move to the last position and engage all visible threats.

**Scoring:** All threats must have two hits. All steel must fall.





# Stage 7: The Stage With No Name



**Round Count:** 16

**Target Distance:** 1-10 yards

**Targets Required:** 8x Threat Targets

**Props Required:** 4x Barricades, 10x Barrels

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, hands relaxed at sides.

**Start Signal:** Audible

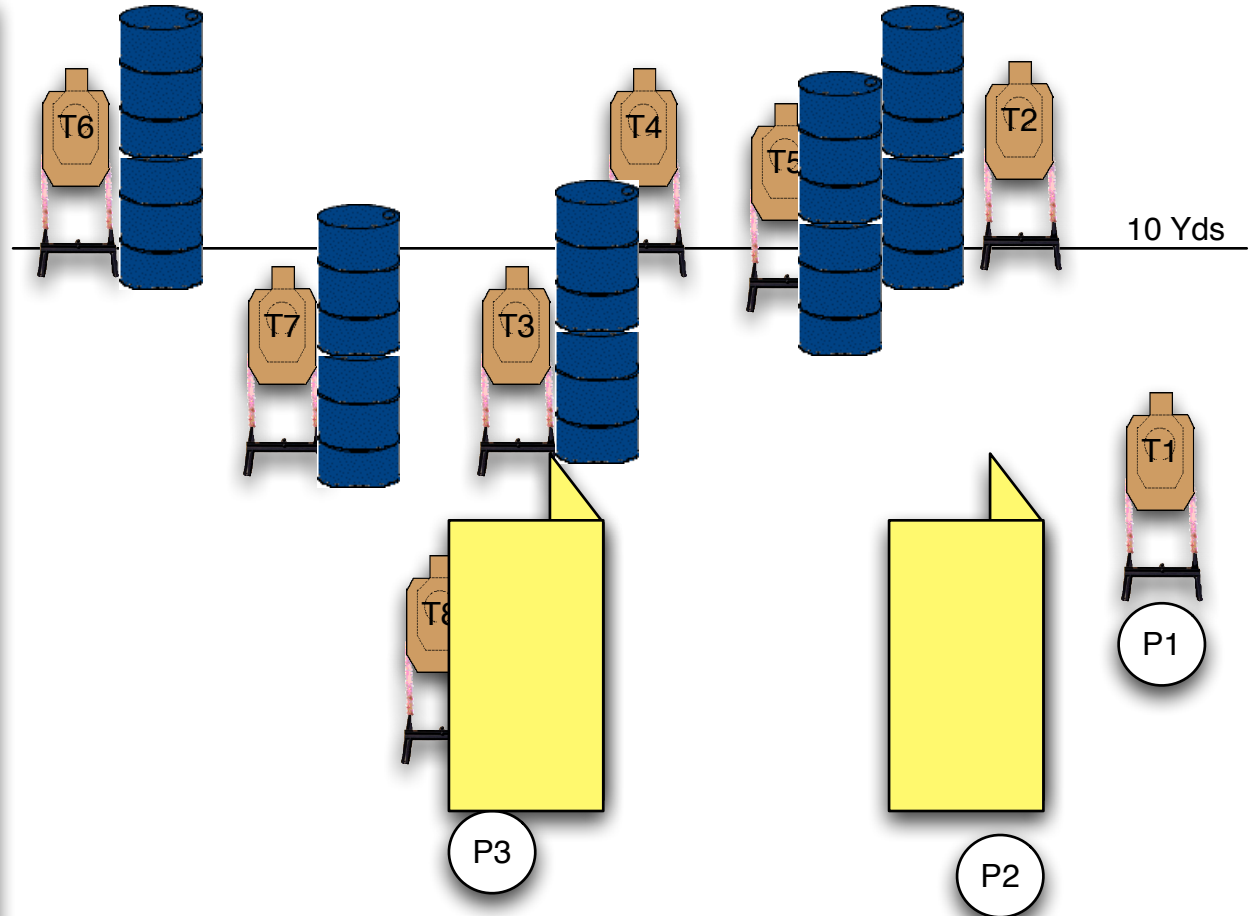
**Stop Signal:** Last shot fired.

**Scenario:** You're a Good Guy. There are lots of Bad Guys. You know what to do.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 from close retention. Then engage T2 while retreating to P2. From P2, engage T3 and T4. Move to P3 and engage T5 through T8.

**Scoring:** All threats must have two hits.



**Notes:** Target heights should vary. Only T1 and T2 should be visible from P1. T3 and T4 should be visible from P2. T5 through T8 should only be visible from P3.





# Stage 8: Hostile Takeover



**Round Count:** 15

**Target Distance:** 5-12 yards

**Targets Required:** 6x Threat Targets, 1x Drop-Turner, 1x Popper

**Props Required:** 2x Non-Threats, 2x Walls w/ windows, x Walls, 4x Barrels

**Scoring Method:** Vickers Count

**Starting Position:** Standing facing down range at position P1, hands relaxed at sides.

**Start Signal:** Audible

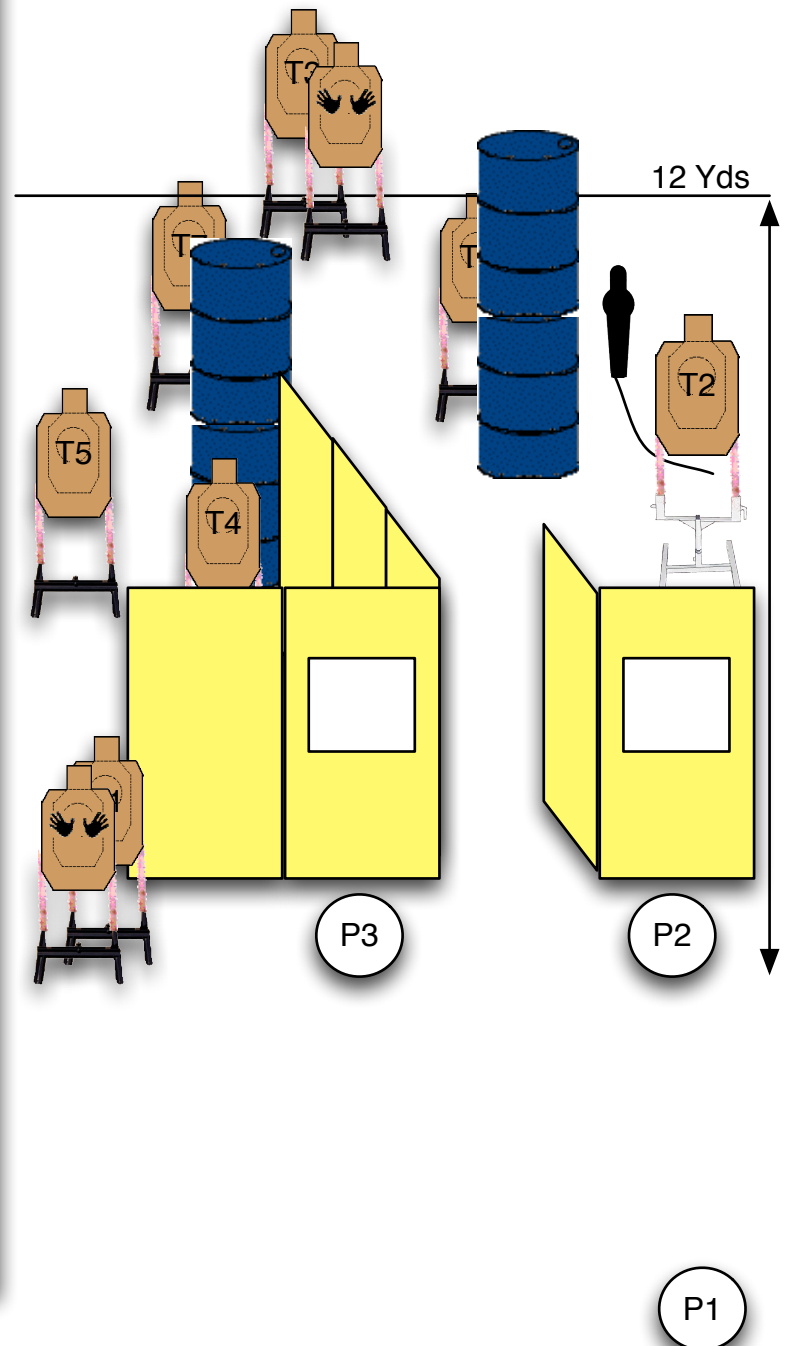
**Stop Signal:** Last shot fired..

**Scenario:** You come home from the bank you manage to discover that a group of armed men has overrun your house and taken your family hostage. They are demanding more money than your bank has in deposits, and threaten the lives of your family.

**Concealment Garment:** Required

**Procedure:** On the start signal, draw and engage T1 while advancing to P2. At P2, engage the Popper and T2 through the window, then T3 down the hallway. Move to P3 and engage T4 and T5. Finally, advance down the hallway and engage T6 and T7 as they become visible.

**Scoring:** All threats must have two hits. All steel must fall.



**Notes:** Target heights should vary. T6 and T7 should only be visible after the Shooter has advanced down the hall. T1 and T2 should be approximately 1/3 covered by their respective Non-Threats.